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MODEL NO:SA201

SPECTRAVISION™

VIDEO GAME CARTRIDGE

GANGSTER ALLEY™

ONE OR TWO PLAYERS

FOR THE ATARI® VIDEO GAME SYSTEM AND SEARS VIDEO ARCADE

INSTRUCTION MANUAL

Meet LEFTY, SCAR FACE, MUGSY and SHIFTY and the most sinister of them all — "NITRO ED". They're out to challenge you on their own turf — "GANGSTER ALLEY". You are equipped with bullet proof vests and a gun sight. Get your man and collect the reward! But watch out these guys have a few tricks up their sleeves especially NITRO ED. So grab your "JOYSTICK" and WATCH OUT!

additional versions for young children.

FOR THE ATARI®
VIDEO GAME SYSTEM
AND SEARS VIDEO ARCADE

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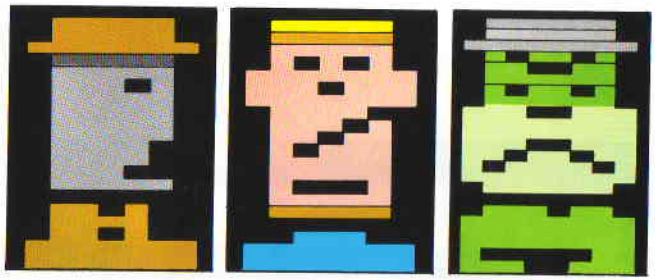
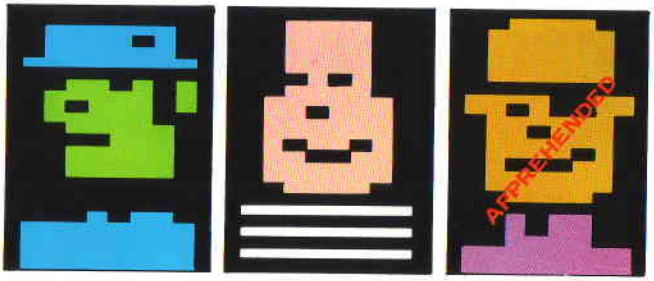
WANTED



SHIFTY SCAR FACE MUGSY



LEFTY NITRO ED CHICAGO JOE

WANTED ! ! ! ! !

Wanted (any way you can get them!)
Substantial rewards will be paid !

For years these sinister criminals have evaded capture from the S.B.I. (Spectravision Bureau of Investigation). Now these five most wanted **GANGSTERS** have challenged the agency to a showdown on their own turf — **"GANGSTER ALLEY".**

As a loyal agent you volunteer to take on this assignment. Equipped with **A RIFLE AND FOUR BULLET PROOF VESTS** you proceed to to the showdown.

When you get to the alley you find that the fiendish — five are holding a **WOMAN AND CHILD HOSTAGE.** Be careful not to shoot them by mistake or you will be penalized.

DEMO MODE

Make sure to hit your target or you may be shot.

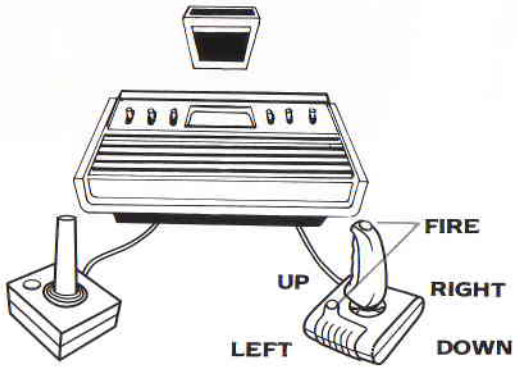
Be sure to **HIT NITRO ED** on the roof before he drops his bomb,and blows everybody up!

Success means reward and promotion!

GETTING STARTED

Follow these few simple steps

1. **HOOK UP GAME CONSOLE**
2. **INSERT CARTRIDGE**
   Make sure power switch is always in the "OFF" position when installing cartridges.
3. **TURN CONSOLE "ON"**
4. **FOR ONE PLAYER**
   Insert joystick in "left" port set left difficulty lever:
   "A" — for beginners
   "B" — verteran agents
   "Case the joint"
5. **DEMO MODE**
   Prior to entering gangster alley you can get a look at the mug shots of our "GANGSTERS"
6. **SET GAME SELECTOR** (see page 7)
7. **GAME RESET**
   Now hit the "game reset" lever, put on your vest and **go get em!**

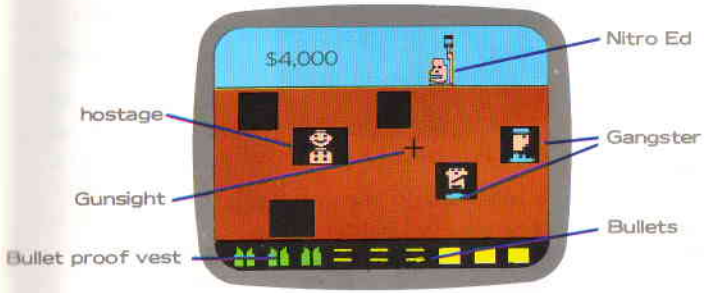


PLAYING THE GAME

TABLE OF POINT VALUES

Gangster \ Phase	1	2	3	NIGHT	5	6
Mugsy	$20	$30	$40	$50	$60	$70
Scar face	$30	$40	$50	$60	$70	$80
Lefty	$40	$50	$60	$70	$80	$90
Shifty	$50	$60	$70	$80	$90	$100
Nitro Ed	$100	$110	$120	$130	$140	$150

Penalty for shooting hostages
Women – $ 1,000
Children – $ 1,000



When you start the game, you have **4 BULLET PROOF VESTS** (3 displayed on screen) and **4 ROUNDS OF AMMUNITION** (6 bullets per round)

Move the joystick to aim gunsight directly over target. A direct hit will cause "Flashing Explosion", be sure to hit all gangsters before they can draw their guns. These guys don't miss. If you are hit you will loose one bullet proof vest.

NITRO ED — on the roof Nitro Ed is just waiting to drop one of his grenades. Shoot him any time! But make sure you hit him just before he gets ready to throw a grenade. If you fail — the whole thing ends

RELOADING

After the gangsters run out of ammunition the battle pauses for reloading.
A bonus of $10 will be given for each unused bullet.
Now the gangsters really start coming at you

NIGHT BATTLE

As you will be fighting well into the night, things will start getting dark. Your gun is equipped with a special night sight, you must fire a bullet to light up the screen.

HOSTAGES

These are the **HOSTAGES** in the building. **DO NOT SHOOT THEM** or you will be demoted.

WOMAN

CHILD

BONUS VEST

After each $5000 you will receive an additional vest. The vest will appear and a "melody" will be played. A maximum of four vests at a time can be kept.

THE GAME ENDS WHEN EITHER —

1. You loose all your bullet proof vests.
2. Nitro Ed drops a grenade.

At the end of the game "Nitro Ed" has a message for you.

YOUR RANK

Reward earned	Rank
$0 — $3,990	Cadet
$4,000 — $9,990	Rookie
$10,000 — $19,990	Marksman
$20,000 — $39,990	Inspector
$40,000 — $99,990	Chief

GAME VARIATIONS

Game 1 — one player
Game 2 — two players

Childrens games (slower pace)
Game 3 — one player
Game 4 — two players

WARRANTY

VIDEO GAME CARTRIDGE
LIMITED 90 DAYS WARRANTY

Spectravision warrants to the original consumer purchaser of this Spectravision video game cartridge that it will be free from defects in materials and workmanship for a period of 90 days from the date of purchase. Spectravision agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Spectravision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation or claims of any nature shall be binding on or obligate Spectravision. **Any implied warranties applicable to this cartridge are limited to the 90 days period described above. In no event will Spectravision be liable for any special, incidental, or consequential damage resulting from possession, use or malfunction of this cartridge.**

Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to

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